717.2b In limited play, an Attraction deck must contain at least three Attraction cards from that player's card pool, and may contain multiple Attractions cards with the same English name.

717.3. Effects can cause an Attraction card to enter the battlefield from the command zone. See rule 701.48, "Open an Attraction."

717.4. As a player's precombat main phase begins, a player who controls one or more Attractions rolls to visit their Attractions. See rules 703.4g and 701.49, "Roll to Visit Your Attractions." This turn-based action doesn't use the stack.

717.5. Each Attraction card has an ability that begins with the word "Visit" followed by a long dash in its rules text. This is a visit ability. A visit ability triggers whenever you roll to visit your Attractions and the result matches one of the lit-up numbers. See rule 702.159, "Visit."

717.6. If a card with an Astrotorium card back would be put into a zone other than the battlefield, exile, or the command zone from anywhere, instead its owner puts it into the command zone. This replacement effect may apply more than once to the same event. This is an exception to rule 614.5.

717.6a Each card owned by the same player that has been put in the command zone this way is kept in a single face-up pile separate from any player's Attraction deck. This pile is informally referred to as that player's "junkyard." The pile is not its own zone.

718. Prototype Cards

718.1. Prototype cards have a two-part frame, with a smaller frame inset below the type line of the card. The inset frame contains the prototype keyword ability as well as a second set of power, toughness, and mana cost characteristics.

718.2. The mana cost, power, and toughness in the inset frame represent alternative characteristics that the object may have while it is a spell or while it is a permanent on the battlefield. The card's normal characteristics appear as usual.

718.2a The existence and values of these alternative characteristics are part of the object's copiable values.

718.3. As a player casts a prototype card, the player chooses whether they cast the card normally or cast it as a prototyped spell using the prototype keyword ability (see rule 702.160, "Prototype").

718.3a While casting a prototyped spell, use only its alternative power, toughness, and mana cost when evaluating those characteristics to see if it can be cast.

718.3b Both a prototyped spell and the permanent it becomes have only its alternative set of power, toughness, and mana cost characteristics. If that mana cost includes one or more colored mana symbols, the spell and the permanent it becomes are also that color or colors (see rule 105.2).

718.3c If a prototyped spell is copied, the copy is also a prototyped spell. It has the alternative power, toughness, and mana cost characteristics of the spell and not the normal power, toughness, and mana cost characteristics of the card that represents the prototyped spell. Any rule or effect that refers to a prototyped spell refers to the copy as well.

718.3d If a permanent that was a prototyped spell is copied, the copy has the alternative power, toughness, and mana cost characteristics of the permanent and not the normal power and toughness characteristics of the card that represents that permanent. Any rule or effect that refers to a permanent that was a prototyped spell refers to the copy as well.

718.4. In every zone except the stack or the battlefield, and while on the stack or the battlefield when not cast as a prototyped spell, a prototype card has only its normal characteristics.

718.5. A prototype card's characteristics other than its power, toughness, and mana cost (and other than color) remain the same whether it was cast as a prototyped spell or cast normally.

719. Case Cards

719.1. Each Case card's illustration is vertically oriented on the left side of the card, and its type line is along the bottom of the card.

719.2. The Case frame has no additional rules meaning.

719.3. Case cards have two special keyword abilities that appear before a long dash and represent a triggered ability and an ability that may be static, triggered, or activated.

719.3a "To solve — [Condition]" means "At the beginning of your end step, if [condition] and this Case is not solved, this Case becomes solved."

719.3b Solved is a designation a permanent can have. It has no rules meaning other than to act as a marker that spells and abilities can identify. Once a permanent becomes solved, it stays solved until it leaves the battlefield. The solved designation is neither an ability nor part of the permanent's copiable values.

719.3c If a Case has the solved designation, "Solved — [Ability text]" is an ability that may affect the game if it's a static ability, it may trigger if it's a triggered ability, and it can be activated if it's an activated ability. See rule 702.169, "Solved."

720. Omen Cards

720.1. Omen cards have a two-part card frame, with a smaller frame inset within their text box.

720.2. The text that appears in the inset frame on the left defines alternative characteristics that the object may have while it's a spell. The card's normal characteristics appear as usual, although with a smaller text box on the right.

720.2a If an effect refers to a card, spell, or permanent that "has an Omen," it refers to an object that has the alternative characteristics of an Omen spell, even if the object currently doesn't use them.

720.2b The existence and values of these alternative characteristics are part of the object's copiable values.

720.2c Although omen cards are printed with multiple sets of characteristics, each omen card is only one card. For example, a player who has drawn or discarded an omen card has drawn or discarded one card, not two.

720.3. As a player casts an omen card, the player chooses whether they cast the card normally or as an Omen.

720.3a When casting an omen card as an Omen, only the alternative characteristics are evaluated to see if it can be cast.

720.3b While on the stack as an Omen, the spell has only its alternative characteristics.

720.3c If an Omen spell is copied, the copy is also an Omen. It has the alternative characteristics of the spell and not the normal characteristics of the card that represents the Omen spell. Any rule or effect that refers to a spell cast as an Omen refers to the copy as well.

720.3d As an Omen spell resolves, its controller shuffles it into its owner's library instead of putting it into its owner's graveyard as it resolves.

720.4. In every zone except the stack, and while on the stack not as an Omen, an omen card has only its normal characteristics.

720.5. If an effect instructs a player to choose a card name and the player wants to choose an omen card's alternative name, the player may do so.

721. Controlling Another Player

721.1. Some cards allow a player to control another player during that player's next turn. This effect applies to the next turn that the affected player actually takes. The affected player is controlled during the entire turn; the effect doesn't end until the beginning of the next turn.

721.1a Multiple player-controlling effects that affect the same player overwrite each other. The last one to be created is the one that works.

721.1b If a turn is skipped, any pending player-controlling effects wait until the player who would be affected actually takes a turn.

721.2. Two cards (Word of Command and Opposition Agent) allow a player to control another player for a limited duration.

721.3. Only control of the player changes. All objects are controlled by their normal controllers. A player who's being controlled during their turn is still the active player.

721.4. If information about an object in the game would be visible to the player being controlled, it's visible to both that player and the controller of the player. If information about cards outside the game would be visible to the player being controlled, it's visible only to that player, not the controller of the player.

Example: *The controller of a player can see that player's hand and the face of any face-down creatures they control.*

721.5. While controlling another player, a player makes all choices and decisions the controlled player is allowed to make or is told to make by the rules or by any objects. This includes choices and decisions about what to play, and choices and decisions called for by spells and abilities.

Example: *The controller of another player decides which spells that player casts and what those spells target, and makes any required decisions when those spells resolve.*
Example: *The controller of another player decides which of that player's creatures attack, which player or planeswalker each one attacks, and how those attacking creatures assign their combat damage.*

721.5a The controller of another player can use only that player's resources (cards, mana, and so on) to pay costs for that player.

Example: *If the controller of a player decides that the controlled player will cast a spell with an additional cost of discarding cards, the cards are discarded from the controlled player's hand.*

721.5b The controller of another player can't make choices or decisions for that player that aren't called for by the rules or by any objects. The controller also can't make any choices or decisions for the player that would be called for by the tournament rules.

Example: *The player who's being controlled still decides if they will leave to visit the restroom, trade a card to someone else, agree to an intentional draw, or call a judge about an error or infraction.*

721.6. The controller of another player can't make that player concede. A player may concede the game at any time, even if they are controlled by another player. See rule 104.3a.

721.7. The effect that gives control of a player to another player may restrict the actions the controlled player is allowed to take or specify actions that the controlled player must take.

721.8. A player who controls another player also continues to make their own choices and decisions.

721.9. A player may gain control of themselves. That player will make their own decisions and choices as normal.

722. Ending Turns and Phases

722.1. Some cards end the turn. When an effect ends the turn, follow these steps in order, as they differ from the normal process for resolving spells and abilities (see rule 608, "Resolving Spells and Abilities").

722.1a If there are any triggered abilities that triggered before this process began but haven't been put onto the stack yet, those abilities cease to exist. They won't be put onto the stack. This rule does not apply to abilities that trigger during this process (see rule 722.1f).

722.1b Exile every object on the stack, including the object that's resolving. All objects not on the battlefield or in the command zone that aren't represented by cards will cease to exist the next time state-based actions are checked (see rule 704, "State-Based Actions").

722.1c Check state-based actions. No player gets priority, and no triggered abilities are put onto the stack.

722.1d The current phase and/or step ends. If this happens during combat, remove all creatures and planeswalkers from combat. The game skips straight to the cleanup step; skip any phases or steps between this phase or step and the cleanup step. If an effect ends the turn during the cleanup step, a new cleanup step begins.

722.1e Even though the turn ends, "at the beginning of the end step" triggered abilities don't trigger because the end step is skipped.

722.1f No player gets priority during this process, so triggered abilities are not put onto the stack. If any triggered abilities have triggered since this process began, those abilities are put onto the stack during the cleanup step, then the active player gets priority and players can cast spells and activate abilities. Then there will be another cleanup step before the turn finally ends. If no triggered abilities have triggered during this process, no player gets priority during the cleanup step. See rule 514, "Cleanup Step."

722.2. One card (Mandate of Peace) ends the combat phase. When an effect ends the combat phase, follow these steps in order, as they differ from the normal process for resolving spells and abilities (see rule 608, "Resolving Spells and Abilities").

722.2a If there are any triggered abilities that triggered before this process began but haven't been put onto the stack yet, those abilities cease to exist. They won't be put onto the stack. This rule does not apply to abilities that trigger during this process (see rule 722.2f).

722.2b Exile every object on the stack, including the object that's resolving. All objects not on the battlefield or in the command zone that aren't represented by cards will cease to exist the next time state-based actions are checked (see rule 704, "State-Based Actions").

722.2c Check state-based actions. No player gets priority, and no triggered abilities are put onto the stack.

722.2d The current combat phase ends. Remove all creatures and planeswalkers from combat. Effects that last "until end of combat" expire. The game skips straight to the next phase, usually the postcombat main phase; skip any steps between this step and that phase.

722.2e Even though the combat phase ends, "at end of combat" triggered abilities don't trigger because the end of combat step is skipped.

722.2f No player gets priority during this process, so triggered abilities are not put onto the stack. If any triggered abilities have triggered since this process began, those abilities are put onto the stack during the following phase, then the active player gets priority and players can cast spells and activate abilities.

722.2g If an effect attempts to end the combat phase at any time that's not a combat phase, nothing happens.

723. The Monarch

723.1. The monarch is a designation a player can have. There is no monarch in a game until an effect instructs a player to become the monarch.

723.2. There are two inherent triggered abilities associated with being the monarch. These triggered abilities have no source and are controlled by the player who was the monarch at the time the abilities triggered. This is an exception to rule 113.8. The full texts of these abilities are "At the beginning of the monarch's end step, that player draws a card" and "Whenever a creature deals combat damage to the monarch, its controller becomes the monarch."

723.3. Only one player can be the monarch at a time. As a player becomes the monarch, the current monarch ceases to be the monarch.

723.4. If the monarch leaves the game, the active player becomes the monarch at the same time as that player leaves the game. If the active player is leaving the game or if there is no active player, the next player in turn order becomes the monarch. If no player still in the game can become the monarch, the game continues with no monarch.

723.5. If the result of a continuous effect generated by a static ability is determined based on who is currently the monarch, but there is no monarch in the game as that effect begins to apply, that effect does nothing until a player becomes the monarch. See rule 613, "Continuous Effects."

724. The Initiative

724.1. The initiative is a designation a player can have. There is no initiative in a game until an effect instructs a player to take the initiative. A player who currently has the initiative designation is said to have the initiative.

724.2. There are three inherent triggered abilities associated with having the initiative. These triggered abilities have no source and are controlled by the player who had the initiative at the time the abilities triggered. This is an exception to rule 113.8. The full text of these abilities are "At the beginning of the upkeep of the player who has the initiative, that player ventures into Undercity," "Whenever one or more creatures a player controls deal combat damage to the player who has the

initiative, the controller of those creatures takes the initiative," and "Whenever a player takes the initiative, that player ventures into Undercity." See rule 701.46, "Venture into the Dungeon."

724.3. Only one player can have the initiative at a time. As a player takes the initiative, the player who currently has the initiative ceases to have it.

724.4. If the player who has the initiative leaves the game, the active player takes the initiative at the same time that player leaves the game. If the active player is leaving the game or if there is no active player, the next player in turn order takes the initiative.

724.5. If the player who currently has the initiative is instructed to take the initiative, this causes the last triggered ability in 724.2 to trigger but does not create a second initiative designation.

725. Restarting the Game

725.1. One card (Karn Liberated) restarts the game. A game that is restarted immediately ends. No players in that game win, lose, or draw that game. All players in that game when it ended then start a new game following the procedures set forth in rule 103, "Starting the Game," with the following exception:

725.1a The starting player in the new game is the player who controlled the spell or ability that restarted the game.

725.2. All *Magic* cards involved in the game that was restarted when it ended, including phased-out permanents and nontraditional *Magic* cards, are involved in the new game, even if those cards were not originally involved in the restarted game. Ownership of cards in the new game doesn't change, regardless of their location when the new game begins.

Example: *A player casts Living Wish, bringing a creature card into the game from outside the game. Then that game is restarted. The creature card will be part of that player's library when the new game begins.*

725.3. Because each player draws seven cards when the new game begins, any player with fewer than seven cards in their library will lose the game when state-based actions are checked during the upkeep step of the first turn, regardless of any mulligans that player takes. (See rule 704, "State-Based Actions.")

725.4. The effect that restarts the game finishes resolving just before the first turn's untap step. If the spell or ability that generated that effect has additional instructions, those instructions are followed at this time. No player has priority, and any triggered abilities that trigger as a result will go on the stack the next time a player receives priority, usually during the first turn's upkeep step.

725.5. Effects may exempt certain cards from the procedure that restarts the game. These cards are not in their owner's deck as the new game begins.

725.5a In a Commander game, a commander that has been exempted from the procedure that restarts the game won't begin the new game in the command zone. However, it remains that deck's commander for the new game. See rule 903, "Commander."

725.6. If a *Magic* subgame (see rule 727) is restarted, the main game is unaffected. Main-game effects that refer to the winner or loser of the subgame now refer to the winner or loser of the restarted subgame.

725.7. If a multiplayer game using the limited range of influence option (see rule 801) is restarted, all players in the game are involved, regardless of the range of influence of the player who controls the ability that restarted the game.

726. Rad Counters

726.1. Rad counters are a kind of counter a player can have (see rule 122, “Counters”). There is an inherent triggered ability associated with rad counters. This ability has no source and is controlled by the active player. This is an exception to rule 113.8. The full text of this ability is “At the beginning of each player’s precombat main phase, if that player has one or more rad counters, that player mills a number of cards equal to the number of rad counters they have. For each nonland card milled this way, that player loses 1 life and removes one rad counter from themselves.”

726.1a A card that refers to life loss “from radiation” refers to life lost as a result of the triggered ability associated with rad counters.

727. Subgames

727.1. One card (Shahrazad) allows players to play a *Magic* subgame.

727.1a A “subgame” is a completely separate *Magic* game created by an effect. Essentially, it’s a game within a game. The “main game” is the game in which the spell or ability that created the subgame was cast or activated. The main game is temporarily discontinued while the subgame is in progress. It resumes when the subgame ends.

727.1b No effects or definitions created in either the main game or the subgame have any meaning in the other, except as defined by the effect that created the subgame. For example, the effect may say that something happens in the main game to the winner or loser of the subgame.

727.2. As the subgame starts, an entirely new set of game zones is created. Each player takes all the cards in their main-game library, moves them to their subgame library, and shuffles them. No other cards in a main-game zone are moved to their corresponding subgame zone, except as specified in rules 727.2a–c. Randomly determine which player goes first. The subgame proceeds like a normal game, following all other rules in rule 103, “Starting the Game.”

727.2a As a subgame begins, if one or more supplementary decks of nontraditional cards are being used, each player moves each of their supplementary decks from the main-game command zone to the subgame command zone and shuffles it. (Face-up nontraditional cards remain in the main-game command zone.)

727.2b As a subgame of a Vanguard game starts, each player moves their vanguard card from the main-game command zone to the subgame command zone.

727.2c As a subgame of a Commander game starts, each player moves their commander from the main-game command zone (if it’s there) to the subgame command zone.

727.3. Because each player draws seven cards when a game begins, any player with fewer than seven cards in their deck will lose the subgame when state-based actions are checked during the upkeep step of the first turn, regardless of any mulligans that player takes. (See rule 704, “State-Based Actions.”)

727.4. All objects in the main game and all cards outside the main game are considered outside the subgame (except those specifically brought into the subgame). All players not currently in the subgame are considered outside the subgame.

727.4a Some effects can bring cards into a game from outside of it. If a card is brought into a subgame from a main game, abilities in the main game that trigger on objects leaving a main-game zone will trigger, but they won’t be put onto the stack until the main game resumes.

727.4b A player's main-game counters aren't considered part of the subgame, although the player will still have them when the main game resumes. Similarly, any counters a player gets during a subgame will cease to exist when the subgame ends.

727.5. At the end of a subgame, each player takes all traditional cards they own that are in the subgame other than those in the subgame command zone, puts them into their main-game library, then shuffles them. This includes cards in the subgame's exile zone and cards that represent phased-out permanents as the subgame ends. Except as specified in rules 727.5a–c, all other objects in the subgame cease to exist, as do the zones created for the subgame. The main game continues from the point at which it was discontinued: First, the spell or ability that created the subgame finishes resolving, even if it was created by a spell card that's no longer on the stack. Then, if any main-game abilities triggered while the subgame was in progress due to cards being removed from the main game, those abilities are put onto the stack.

Example: *If a card was brought into the subgame either from the main game or from outside the main game, that card will be put into its owner's main-game library when the subgame ends.*

727.5a At the end of a subgame, each nontraditional card not in a supplementary deck that began the subgame in a supplementary deck is turned face down and put on the bottom of that deck. Then each player moves each of their supplementary decks from the subgame command zone to the main-game command zone and shuffles it.

727.5b At the end of a subgame of a Vanguard game, each player moves their vanguard card from the subgame command zone to the main-game command zone. This is an exception to rule 313.2.

727.5c At the end of a subgame of a Commander game, each player moves their commander from the subgame command zone (if it's there) to the main-game command zone.

727.6. A subgame can be created within a subgame. The existing subgame becomes the main game in relation to the new subgame.

728. Merging with Permanents

728.1. One keyword causes an object to merge with a permanent. See rule 702.140, "Mutate."

728.2. To merge an object with a permanent, place that object on top of or under that permanent. That permanent becomes a *merged permanent* represented by the card or copy that represented that object in addition to any other components that were representing it.

728.2a A merged permanent has only the characteristics of its topmost component, unless otherwise specified by the effect that caused them to merge. This is a copiable effect whose timestamp is the time the objects merged. (See rule 613.2.)

728.2b As an object merges with a permanent, that object leaves its previous zone and becomes part of an object on the battlefield, but the resulting permanent isn't considered to have just entered the battlefield.

728.2c Because a merged permanent is the same object that it was before, it hasn't just come under a player's control, any continuous effects that affected it continue to do so, and so on.

728.2d If a merged permanent contains a token, the resulting permanent is a token only if the topmost component is a token.

728.2e If a merged permanent contains face-up and face-down components, the permanent's status is determined by its topmost component. If a face-down permanent becomes a face-up

permanent as a result of an object merging with it, other effects don't count it as being turned face up.

728.2f If a merged permanent is turned face down, each face-up component that represents it is turned face down. If a face-down merged permanent is turned face up, each face-down component that represents it is turned face up.

728.2g A face-down merged permanent that contains an instant or sorcery card can't be turned face up. If such a permanent would turn face up, its controller reveals it and leaves it face down. Abilities that trigger when a permanent is turned face up won't trigger.

728.2h If a merged permanent contains a flip card (see rule 710), that component's alternative characteristics are used instead of its normal characteristics if the merged permanent is flipped.

728.2i A merged permanent is not a double-faced permanent even if it contains one or more double-faced components. If a merged permanent contains one or more transforming double-faced components (see rule 712), transforming that permanent causes each of those double-faced components to turn so that its other face is up.

728.2j A face-up merged permanent that contains a double-faced component can't be turned face down.

728.3. If a merged permanent leaves the battlefield, one permanent leaves the battlefield and each of the individual components are put into the appropriate zone.

728.3a If a merged permanent is put into its owner's graveyard or library, that player may arrange the new objects in any order. If it's put into its owner's library, that player doesn't reveal the order.

728.3b If a player exiles a merged permanent, that player determines the relative timestamp order of the cards at that time. This is an exception to the procedure described in rule 613.7m.

728.3c If an effect can find the new object that a merged permanent becomes as it leaves the battlefield, it finds all of those objects. (See rule 400.7.) If that effect causes actions to be taken upon those objects, the same actions are taken upon each of them.

728.3d If multiple replacement effects could be applied to the event of a merged permanent leaving the battlefield or being put into the new zone, applying one of those replacement effects to the object applies it to all components of the object. If the merged permanent is a commander, it may be exempt from this rule; see rules 903.9b–c.

728.3e If a replacement effect applies to a "card" being put into a zone without also including tokens, that effect applies to all components of the merged permanent if it's not a token, including components that are tokens. If the merged permanent is a token but some of its components are cards, the merged permanent and its token components are put into the appropriate zone, and the components that are cards are moved by the replacement effect.

729. Day and Night

729.1. Day and night are designations that the game itself can have. The game starts with neither designation. "It becomes day" and "it becomes night" refer to the game gaining the day or night designation. It can become day or night through the daybound and nightbound keyword abilities (see rule 702.145). Other effects can also make it day or night. Once it has become day or night, the game will have exactly one of those designations from that point forward.

729.1a The phrases “day becomes night” and “night becomes day” refer to the game losing the first designation and gaining the second one.

729.2. As the second part of the untap step, the game checks the previous turn to see if the game’s day/night designation should change. See rule 502, “Untap Step.”

729.2a If it’s day and the previous turn’s active player didn’t cast any spells during that turn, it becomes night. Multiplayer games using the shared team turns option (see rule 805) use a modified rule: if it’s day and no player from the previous turn’s active team cast a spell during that turn, it becomes night.

729.2b If it’s night, and previous turn’s active player cast two or more spells during the previous turn, it becomes day. Multiplayer games using the shared team turns option (see rule 805) use a modified rule: if it’s night and any player from the previous turn’s active team cast two or more spells during that turn, it becomes day.

729.2c If it’s neither day nor night, this check doesn’t happen and it remains neither.

730. Taking Shortcuts

730.1. When playing a game, players typically make use of mutually understood shortcuts rather than explicitly identifying each game choice (either taking an action or passing priority) a player makes.

730.1a The rules for taking shortcuts are largely informal. As long as each player in the game understands the intent of each other player, any shortcut system they use is acceptable.

730.1b Occasionally the game gets into a state in which a set of actions could be repeated indefinitely (thus creating a “loop”). In that case, the shortcut rules can be used to determine how many times those actions are repeated without having to actually perform them, and how the loop is broken.

730.1c Tournaments use a modified version of the rules governing shortcuts and loops. These rules are covered in the *Magic: The Gathering* Tournament Rules (found at **WPN.Wizards.com/en/resources/rules-documents**). Whenever the Tournament Rules contradict these rules during a tournament, the Tournament Rules take precedence.

730.2. Taking a shortcut follows the following procedure.

730.2a At any point in the game, the player with priority may suggest a shortcut by describing a sequence of game choices, for all players, that may be legally taken based on the current game state and the predictable results of the sequence of choices. This sequence may be a non-repetitive series of choices, a loop that repeats a specified number of times, multiple loops, or nested loops, and may even cross multiple turns. It can’t include conditional actions, where the outcome of a game event determines the next action a player takes. The ending point of this sequence must be a place where a player has priority, though it need not be the player proposing the shortcut.

Example: *A player controls a creature enchanted by Presence of Gond, which grants the creature the ability “{T}: Create a 1/1 green Elf Warrior creature token,” and another player controls Intruder Alarm, which reads, in part, “Whenever a creature enters, untap all creatures.” When the player has priority, they may suggest “I’ll create a million tokens,” indicating the sequence of activating the creature’s ability, all players passing priority, letting the creature’s ability resolve and create a token (which causes Intruder Alarm’s ability to trigger), Intruder Alarm’s controller putting that triggered ability on the stack, all players passing priority, Intruder Alarm’s triggered ability resolving, all players passing priority until the player proposing the shortcut has*

priority, and repeating that sequence 999,999 more times, ending just after the last token-creating ability resolves.

730.2b Each other player, in turn order starting after the player who suggested the shortcut, may either accept the proposed sequence, or shorten it by naming a place where they will make a game choice that's different than what's been proposed. (The player doesn't need to specify at this time what the new choice will be.) This place becomes the new ending point of the proposed sequence.

Example: *The active player draws a card during her draw step, then says, "Go." The nonactive player is holding Into the Fray (an instant that says "Target creature attacks this turn if able") and says, "I'd like to cast a spell during your beginning of combat step." The current proposed shortcut is that all players pass priority at all opportunities during the turn until the nonactive player has priority during the beginning of combat step.*

730.2c Once the last player has either accepted or shortened the shortcut proposal, the shortcut is taken. The game advances to the last proposed ending point, with all game choices contained in the shortcut proposal having been taken. If the shortcut was shortened from the original proposal, the player who now has priority must make a different game choice than what was originally proposed for that player.

730.3. Sometimes a loop can be fragmented, meaning that each player involved in the loop performs an independent action that results in the same game state being reached multiple times. If that happens, the active player (or, if the active player is not involved in the loop, the first player in turn order who is involved) must then make a different game choice so the loop does not continue.

Example: *In a two-player game, the active player controls a creature with the ability "{0}: This creature gains flying," the nonactive player controls a permanent with the ability "{0}: Target creature loses flying," and nothing in the game cares how many times an ability has been activated. Say the active player activates his creature's ability, it resolves, then the nonactive player activates her permanent's ability targeting that creature, and it resolves. This returns the game to a game state it was at before. The active player must make a different game choice (in other words, anything other than activating that creature's ability again). The creature doesn't have flying. Note that the nonactive player could have prevented the fragmented loop simply by not activating her permanent's ability, in which case the creature would have had flying. The nonactive player always has the final choice and is therefore able to determine whether the creature has flying.*

730.4. If a loop contains only mandatory actions, the game is a draw. (See rules 104.4b and 104.4f.)

730.5. No player can be forced to perform an action that would end a loop other than actions called for by objects involved in the loop.

Example: *A player controls Seal of Cleansing, an enchantment that reads, "Sacrifice Seal of Cleansing: Destroy target artifact or enchantment." A mandatory loop that involves an artifact begins. The player is not forced to sacrifice Seal of Cleansing to destroy the artifact and end the loop.*

730.6. If a loop contains an effect that says "[A] unless [B]," where [A] and [B] are each actions, no player can be forced to perform [B] to break the loop. If no player chooses to perform [B], the loop will continue as though [A] were mandatory.

731. Handling Illegal Actions

731.1. If a player takes an illegal action or starts to take an action but can't legally complete it, the entire action is reversed and any payments already made are canceled. No abilities trigger and no effects apply as a result of an undone action. If the action was casting a spell, the spell returns to the zone it came from. Each player may also reverse any legal mana abilities that player activated while

making the illegal play, unless mana from those abilities or from any triggered mana abilities they caused to trigger was spent on another mana ability that wasn't reversed. Players may not reverse actions that moved cards to a library, moved cards from a library to any zone other than the stack, caused a library to be shuffled, or caused cards from a library to be revealed.

731.2. When reversing illegal spells and abilities, the player who had priority retains it and may take another action or pass. The player may redo the reversed action in a legal way or take any other action allowed by the rules.

8. Multiplayer Rules

800. General

800.1. A multiplayer game is a game that begins with more than two players. This section contains additional optional rules that can be used for multiplayer play.

800.2. These rules consist of a series of options that can be added to a multiplayer game and a number of variant styles of multiplayer play. A single game may use multiple options but only one variant.

800.3. Many multiplayer *Magic* tournaments have additional rules not included here, including rules for deck construction. See the most current *Magic: The Gathering* Tournament Rules for more information. They can be found at **WPN.Wizards.com/en/resources/rules-documents**.

800.4. Unlike two-player games, multiplayer games can continue after one or more players have left the game.

800.4a When a player leaves the game, all objects (see rule 109) owned by that player leave the game and any effects which give that player control of any objects or players end. Then, if that player controlled any objects on the stack not represented by cards, those objects cease to exist. Then, if there are any objects still controlled by that player, those objects are exiled. This is not a state-based action. It happens as soon as the player leaves the game. If the player who left the game had priority at the time they left, priority passes to the next player in turn order who's still in the game.

> ***Example:*** *Alex casts Mind Control, an Aura that reads, "You control enchanted creature," on Bianca's Assault Griffin. If Alex leaves the game, so does Mind Control, and Assault Griffin reverts to Bianca's control. If, instead, Bianca leaves the game, so does Assault Griffin, and Mind Control is put into Alex's graveyard.*
>
> ***Example:*** *Alex casts Act of Treason, which reads, in part, "Gain control of target creature until end of turn," targeting Bianca's Runeclaw Bears. If Alex leaves the game, Act of Treason's change-of-control effect ends and Runeclaw Bears reverts to Bianca's control.*
>
> ***Example:*** *Alex casts Bribery, which reads, "Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles their library," targeting Bianca. Alex puts Serra Angel onto the battlefield from Bianca's library. If Bianca leaves the game, Serra Angel also leaves the game. If, instead, Alex leaves the game, Serra Angel is exiled.*
>
> ***Example:*** *Alex controls Genesis Chamber, which reads, "Whenever a nontoken creature enters, if Genesis Chamber is untapped, that creature's controller creates a 1/1 colorless Myr artifact creature token." If Alex leaves the game, all such Myr tokens that entered the battlefield under Alex's control leave the game, and all such Myr tokens that entered the battlefield under any other player's control remain in the game.*

800.4b If an object would change to the control of a player who has left the game, it doesn't. If a token would be created under the control of a player who has left the game, no token is created. If an object would be put onto the battlefield or onto the stack under the control of a player who has left the game, that object remains in its current zone. If a player would be controlled by a player who has left the game, they aren't.

800.4c If an effect that gives a player still in the game control of an object ends, there is no other effect giving control of that object to another player in the game, and the player who controlled that object by default has left the game, the object is exiled. This is not a state-based action. It happens as soon as the control-changing effect ends.

800.4d If an object that would be owned by a player who has left the game would be created in any zone, it isn't created. If a triggered ability that would be controlled by a player who has left the game would be put onto the stack, it isn't put on the stack.

> ***Example:*** *Astral Slide is an enchantment that reads, "Whenever a player cycles a card, you may exile target creature. If you do, return that creature to the battlefield under its owner's control at the beginning of the next end step." During Alex's turn, Bianca uses Astral Slide's ability to exile Alex's Hypnotic Specter. Before the end of that turn, Bianca leaves the game. At the beginning of the end step, the delayed triggered ability generated by Astral Slide that would return Hypnotic Specter to the battlefield triggers, but it isn't put on the stack. Hypnotic Specter never returns to the battlefield.*

800.4e If combat damage would be assigned to a player who has left the game, that damage isn't assigned.

800.4f If an object requires a player who has left the game to pay a cost or choose whether to pay a cost, that cost is not paid.

800.4g If an object requires a player who has left the game to make a choice other than whether to pay a cost, the controller of the object chooses another player to make that choice. If the original choice was to be made by an opponent of the controller of the object, that player chooses another opponent if possible.

800.4h If a rule requires a player who has left the game to make a choice, the next player in turn order makes that choice.

800.4i If an effect requires information about a specific player, the effect uses the current information about that player if they are still in the game; otherwise, the effect uses the last known information about that player before they left the game. If an effect requires information from the game about actions players have taken, the effect can find actions that were taken by a player who has left the game.

800.4j If a player leaves the game during their turn, that turn continues to its completion without an active player. If the active player would receive priority, instead the next player in turn order receives priority, or the top object on the stack resolves, or the phase or step ends, whichever is appropriate.

800.4k If a player who has left the game would begin a turn, that turn doesn't begin.

800.4m When a player leaves the game, any continuous effects with durations that last until that player's next turn or until a specific point in that turn will last until that turn would have begun. They neither expire immediately nor last indefinitely.

800.4n When a player leaves the game, objects that player owns in the ante zone do not leave the game. This is an exception to rule 800.4a. See rule 407, "Ante."

800.4p In a Planechase game, if the player designated as the planar controller would leave the game, instead the next player in turn order that wouldn't leave the game becomes the planar controller, then the old planar controller leaves the game. See rule 311.5.

800.5. Unless a chosen variant or option prescribes otherwise, seating order is determined by any mutually agreeable method. For example, players could agree to remain where they were before the game began, roll dice to determine seating order, and so on.

800.6. In a multiplayer game, the first mulligan a player takes doesn't count toward the number of cards that player will put on the bottom of their library or the number of mulligans that player may take. Subsequent mulligans are counted toward these numbers as normal.

800.7. In a multiplayer game other than a Two-Headed Giant game, the starting player doesn't skip the draw step of their first turn. In a Two-Headed Giant game, the team who plays first skips the draw step of their first turn. See rule 103.8.

801. Limited Range of Influence Option

801.1. Limited range of influence is an option that can be applied to most multiplayer games. It's always used in the Emperor variant (see rule 809), and it's often used for games involving five or more players.

801.2. A player's range of influence is the maximum distance from that player, measured in player seats, that the player can affect. Players within that many seats of the player are within that player's range of influence. Objects controlled by players within a player's range of influence are also within that player's range of influence. Range of influence covers spells, abilities, effects, damage dealing, attacking, making choices, and winning the game.

801.2a The most commonly chosen limited ranges of influence are 1 seat and 2 seats. Different players may have different ranges of influence.

Example: *A range of influence of 1 means that only you and the players seated directly next to you are within your range of influence.*

Example: *A range of influence of 2 means that you and the two players to your left and the two players to your right are within your range of influence.*

801.2b A player is always within their own range of influence.

801.2c The particular players within each player's range of influence are determined as each turn begins.

Example: *In a game with a range of influence of 1, Alex is seated to the left of Rob, and Carissa is seated to the right of Rob. Carissa is not in Alex's range of influence. If Rob leaves the game, Carissa will enter Alex's range of influence at the start of the next turn.*

801.2d An object is within a player's range of influence if it's controlled by that player or by another player within that many seats of that player. In addition, a battle is within a player's range of influence if it's protected by that player or by another player within that many seats of that player.

801.3. Creatures can attack only opponents within their controller's range of influence, planeswalkers controlled by those opponents, and battles protected by those opponents. If no opponents are within a player's range of influence, creatures that player controls can't attack.

801.4. Objects and players outside a player's range of influence can't be the targets of spells or abilities that player controls.

801.5. Some cards require players to make choices. These cards work differently when the limited range of influence option is used.

801.5a If a player is asked to choose an object or player, they must choose one within their range of influence.

Example: *In a game with a range of influence of 1, Alex is seated to the left of Rob. Alex activates the ability of Cuombajj Witches, which reads, "{T}: Cuombajj Witches deals 1 damage to any target and 1 damage to any target of an opponent's choice," targeting Rob and choosing Rob as the opponent who picks the other target. Rob must choose a target that's in both his range of influence and in the range of influence of the controller of Cuombajj Witches. He must therefore choose himself, Alex, or a creature controlled by either himself or Alex.*

801.5b If a player is asked to choose between one or more options (and not between one or more objects or players), they can choose between those options even if those options refer to objects or players outside the player's range of influence.

> ***Example:*** *Alex, who has a range of influence of 2, is seated to the left of Rob, and Carissa, who has a range of influence of 1, is seated to the right of Rob. Alex casts a spell that reads, "An opponent chooses one — You draw two cards; or each creature you control gets +2/+2 until end of turn," and chooses Carissa to make that choice. Carissa can choose the mode even though Alex is out of her range.*

801.5c If an effect requires a choice and there's no player who can make that choice within its controller's range of influence, the closest appropriate player to its controller's left makes that choice.

> ***Example:*** *In an Emperor game in which all players have range of influence 1, an emperor casts Fact or Fiction, which reads, "Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard." Since no opponent is within the emperor's range of influence, the nearest opponent to the emperor's left separates the cards into piles.*

801.6. A player can't activate the activated abilities of an object outside of their range of influence.

801.7. A triggered ability doesn't trigger unless its trigger event happens entirely within the range of influence of its source's controller.

> ***Example:*** *In a game in which all players have range of influence 1, Alex is seated to the left of Rob. Rob controls two Auras attached to Alex's Runeclaw Bear: One with the trigger condition "Whenever enchanted creature becomes blocked," and one with the trigger condition "Whenever enchanted creature becomes blocked by a creature." Alex's Runeclaw Bear attacks the player to Alex's left and becomes blocked. The ability of Rob's first Aura triggers because the entire event (Runeclaw Bear becomes blocked) happens within Rob's range of influence. The ability of Rob's second Aura doesn't trigger, however, because that event includes the blocking creature, which is out of Rob's range.*

801.7a If a trigger event includes an object moving out of or into a player's range of influence, use the game state before or after the event as appropriate to determine whether the triggered ability will trigger. See rules 603.6 and 603.10.

> ***Example:*** *Carissa and Alex are outside each other's range of influence. Carissa controls a Runeclaw Bear owned by Alex and they each control an Extractor Demon, a creature which reads, in part, "Whenever another creature leaves the battlefield, you may have target player mill two cards." The Runeclaw Bear is destroyed and is put into Alex's graveyard. The ability of Alex's Extractor Demon doesn't trigger because the leaves-the-battlefield event was outside Alex's range of influence. The ability of Carissa's Extractor Demon does trigger, even though the creature is going to a graveyard outside her range, because the leaves-the-battlefield event was within her range.*

801.8. An Aura can't enchant an object or player outside its controller's range of influence. If an Aura is attached to an illegal object or player, the Aura is put into its owner's graveyard as a state-based action. See rule 704.

801.9. An Equipment can't equip an object outside its controller's range of influence, and a Fortification can't fortify an object outside its controller's range of influence. If an Equipment or Fortification is attached to an illegal permanent, it becomes unattached from that permanent but remains on the battlefield. This is a state-based action. See rule 704.